

Super Mario Bros. the movie: depictions in manga



This is a package I put together of all the times (that I could find; there's probably more out there) that the 1993 film "Super Mario Bros." is referenced in Mario-related manga. The movie has a distinct visual style and is an entirely Western production, so it's interesting seeing it interpreted by different Japanese mangaka (manga artists/authors).

I cleaned the scans that I had access to, and translated and edited the text into English in order to bring this content to a wider audience.

Although the scans are presented here out of chronological order, each section has an intro page for context. The first two are simple 4koma (4-panel joke strips), and after that are excerpts from longer story manga that reference the movie. All the comics are to be read in their original right-to-left format.

Please enjoy, and trust the fungus!

KC Deluxe: Bombom Comics Super Mario 4koma Parade 2 1995

Izumi Mito
Page 54

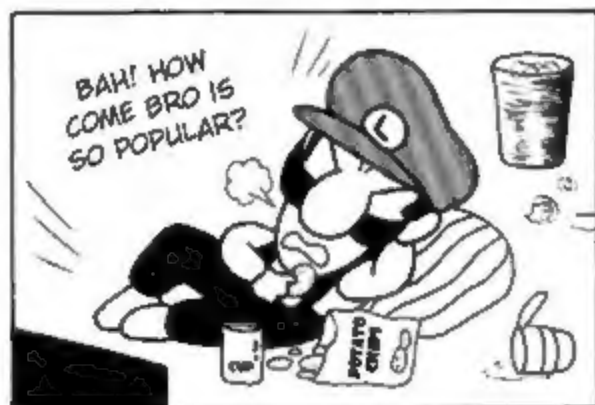


The lefthand strip on this page shows the movie's actors in character promoting the film. The joke was a pun due to mispronunciations that I had to torturously convert to a workable English approximation.

I wasn't sure whether the righthand one was actually a reference to the movie or not (in terms of character design), so I just left it in and translated it just in case. I have no idea what the joke is supposed to be so I translated it literally. Sorry. (The editorial comment of "Sorry" below the strip was in the original comic.)

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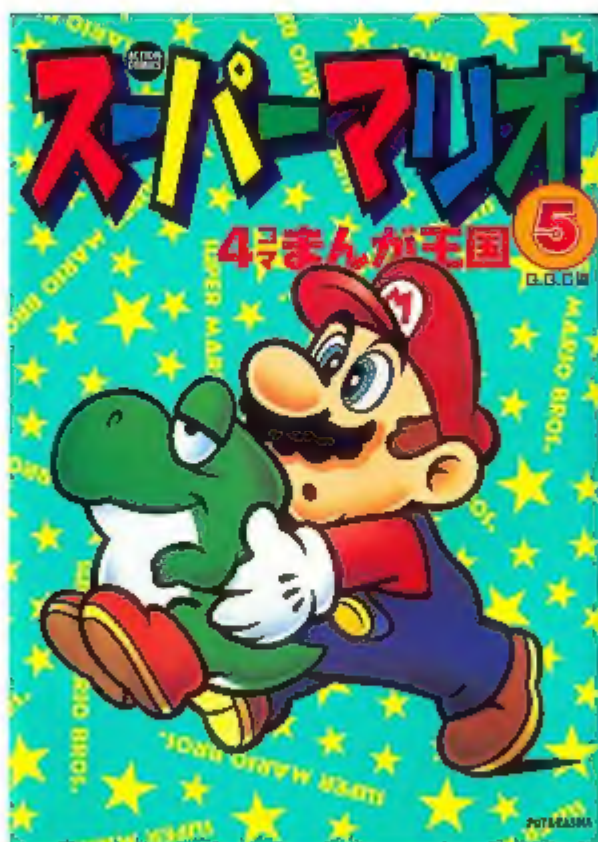
Sorry

Futabasha: Action Comics

Super Mario 4koma Manga Kingdom 5

1994

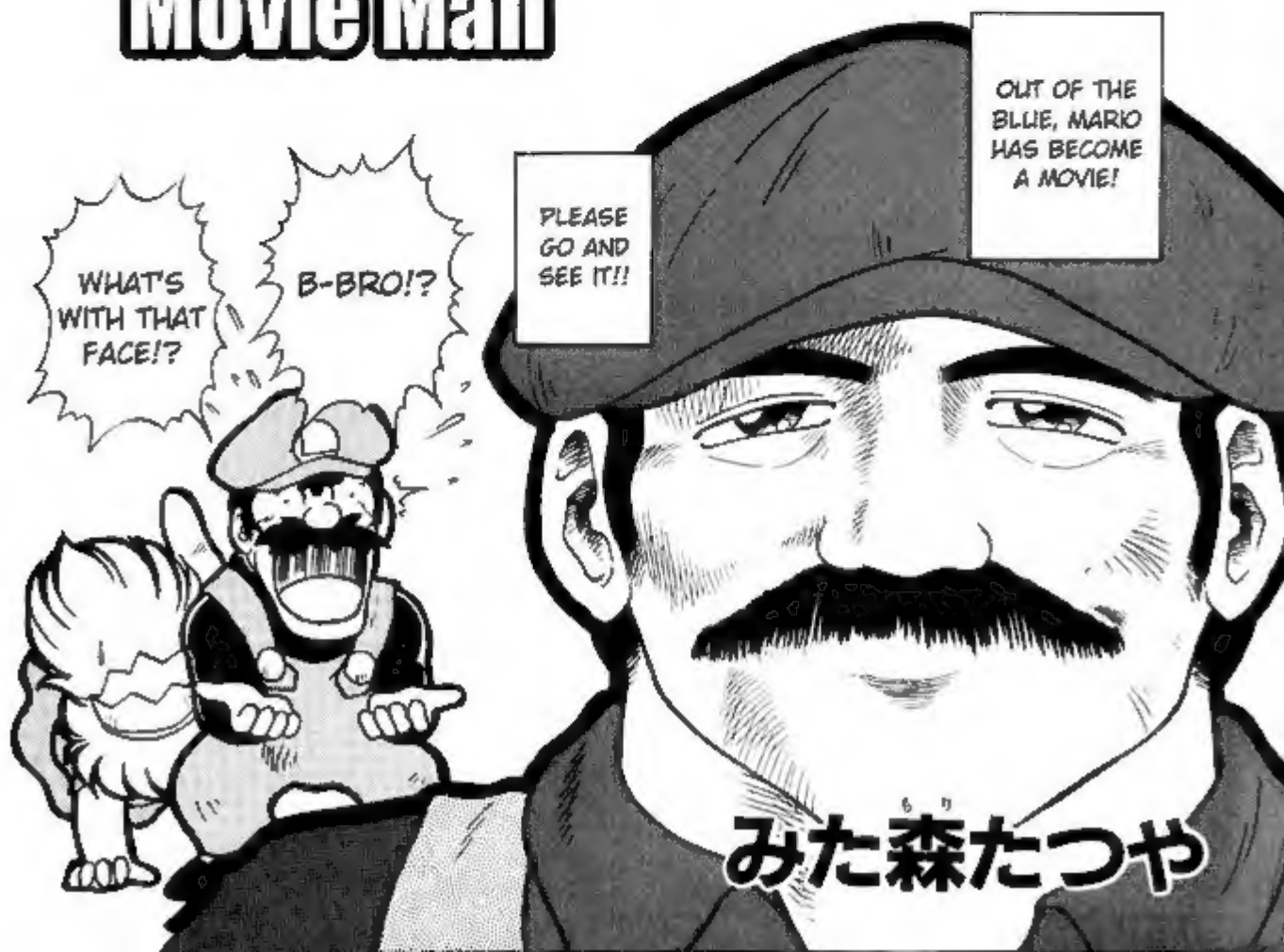
Tatsuya Mitamori
Page 70



The following is the cover page for Mitamori's section of this collection of 4koma strips. Each mangaka's section has a title; in this case, the title is "Movie Man" (the untranslated text in the lower right is the mangaka's name). Unfortunately only this page has any movie-related content. As with Mito's strip, it's presented as a promotional address by the game characters (showing they're aware of the movie as a separate entity), with the surprise gag being the appearance of a version of Mario different to the one they were expecting.



Movie Man

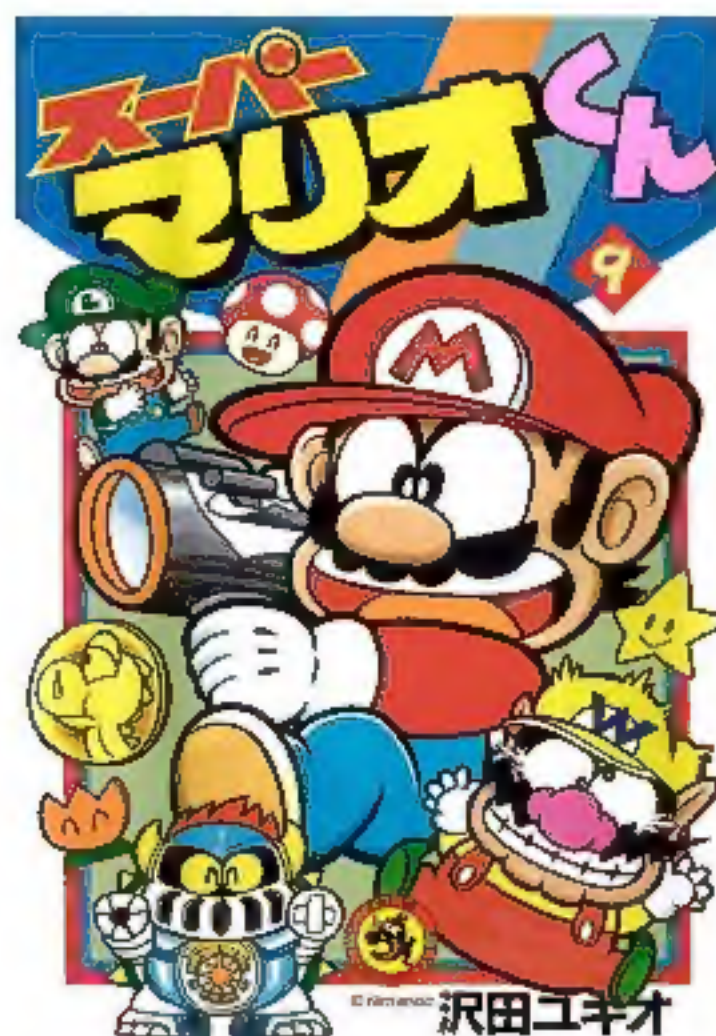


Shogakukan: Tentoumushi Corocoro Comics

Super Mario-kun volume 9

1993

Yukio Sawada
Page 61-64



From here on are excerpts from manga that tell long-form stories. The following pages come about halfway through the "Crystal Mushroom Adventure" story arc that loosely adapts Yoshi's Safari. Our heroes (Mario, Luigi, and Yoshi) have collected one of the three mystical Crystal Mushrooms—which they need to stop an evil power that's revived various enemies from past games—only for it to be plucked from their grasp. In the ensuing scene, Bowser uses a devolution gun from the movie, the prop for which is famously a repurposed Super Scope.

This connection was capitalised on in Japanese marketing; adverts for the Super Scope used clips from the movie in addition to footage of compatible games. Print ads for the peripheral also featured movie promotional art.

SFX: TA-DA

SFX:
AAH!

BOW-
SER
!!

あーっ

HAHA, I
GOT THE
CRYSTAL
MUSH-
ROOM!!

IT'S
BEEN A
WHILE
SINCE
YOU
SHOWED
UP.

SO WITH
THIS, I NOW
HAVE TWO.

HEHE

AND OF
COURSE IT
WAS YOU,
MARIO.

I FIGURED THAT IF
I WANTED TO GET
THE CRYSTAL
MUSHROOMS, ALL
I HAD TO DO WAS
FIND WHOEVER
WAS ALREADY
COLLECTING THEM.

ALOHAAAAAA!!

IF I FIND
ONE MORE,
I CAN TAKE
THAT TRIP
TO HAWAII!!

IN THAT CASE,
I'LL HAVE TO
STOP YOU FROM
COLLECTING
THEM!!

SFX: SHOCKED

I
DIDN'T
KNOW
THAT.

WHA
!?

YOU DUMMY!!
COLLECTING
ALL THREE
BRINGS
PEACE TO THE
WORLD!!

LUIGI!!
YOSHI!!

RETURN
TO YOUR
ANCESTORS
!!

DEVO-
LUTION
GUN!!

SFX: BYOON

THAT'S BECAUSE
I WASN'T
EVOLVED IN THE
FIRST PLACE.

YOSHI
DIDN'T
CHANGE
AT ALL.

OH NO,
I'M A
MONKEY!!

SFX:
POOF

NOW IT'S
YOUR TURN
TO BECOME
A MONKEY,
MARIO!!

SFX: BYOON

Revo-
lution
gun: a
weapon
that
Koopa
uses in
"Super
Mario
Bros." the
movie.

SFX:
POOF



ALL DIRECT HITS!!

わははは

ALRIGHT THEN, IRON BALL ATTACK!!



SFX: SWOLLEN

SFX: WAHAHAHAHA



SFX:
WHACK
WHACK
WHACK

SFX: BAM

G
W
A
O

GIGANTIC
TAIL
ATTACK
!!

SFX: WHOOSH

YOU DID IT,
MARIO!

HEH HEH-
WHAT'S
WRONG,
BOWSER?

A
I
E
E
E

QUICK,
LET'S
GET
AFTER
HIM!!

BOWSER STILL
HAS THEM!!

AH!

...HEY, WHAT
HAPPENED TO
THE CRYSTAL
MUSHROOMS?

KC Deluxe: Bombom Comics

Super Mario Kart volume 3

1993

Kazuki Motoyama
Page 37-38, 139



Motoyama's Mario manga ran for around forty volumes, with a new title for each game-based "arc". This arc has a few original short plotlines loosely based on Super Mario Kart. In these pages, Princess Daisy is introduced as a surprise entrant in the race (the first two panels aren't important for this), with her driver: the original character Otaku-chan. She briefly mentions her role in the movie; not shown is her elimination a few pages later due to a crash.

This volume also has a small cameo in the bonus section at the end of the book. On a page of photographs from the author and a reader is a doodle of the comic's Daisy taking the movie's Yoshi for a walk.

SFX: WAAHAHAHA

WE MADE
IT OVER!

JUST CALL
ME CANNON
BALLER
ULTIMATE!

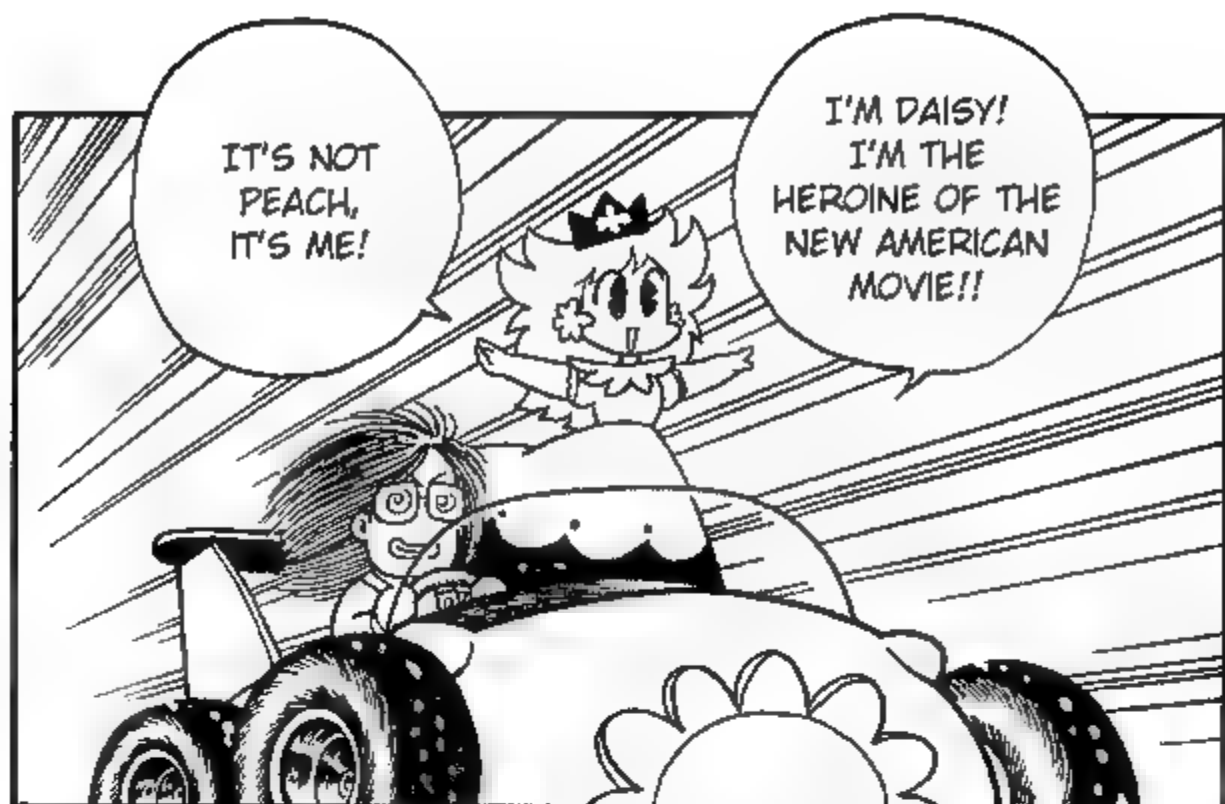
IT LOOKS LIKE
IN ALL THE
EXCITEMENT AND
GOINGS-ON

A CAR THAT NO
ONE WAS PAYING
ATTENTION TO
WAS SHOT TO
THE LEAD!

SFX: VROOM

EH?

はびゅーん

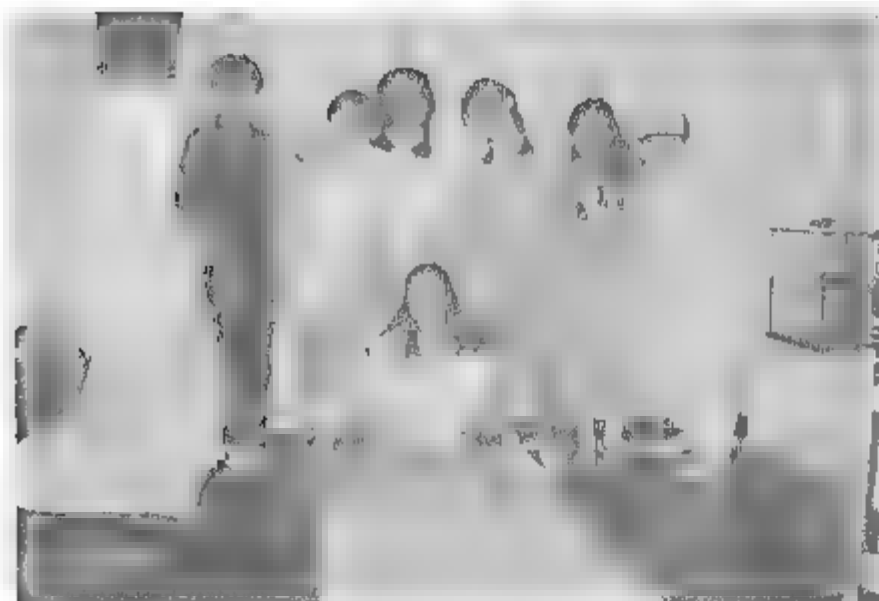




VERY INTERESTING.

DEAR SENSEI,
I FOUND THESE POINTY
PEACHES AT MY PLACE.
GRANDPA AND GRANDMA
GREW THEM.

-SUGURU NAKAMURA,
IYAMA

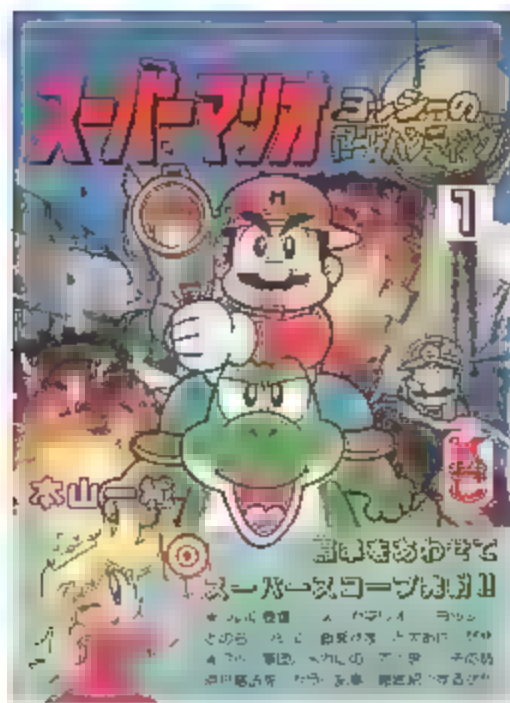


KC Deluxe: Bombom Comics

Yoshi's Safari volume 1

1994

Kazuki Motoyama
Page 21-30, 50, 130

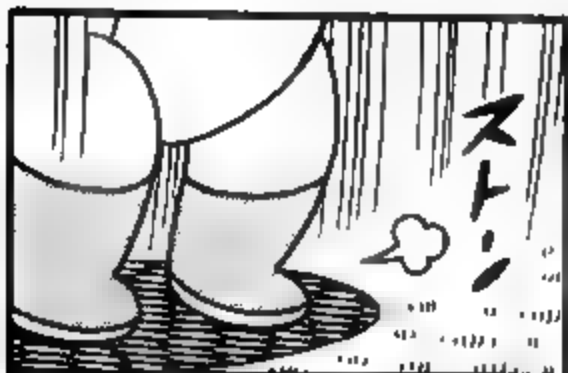
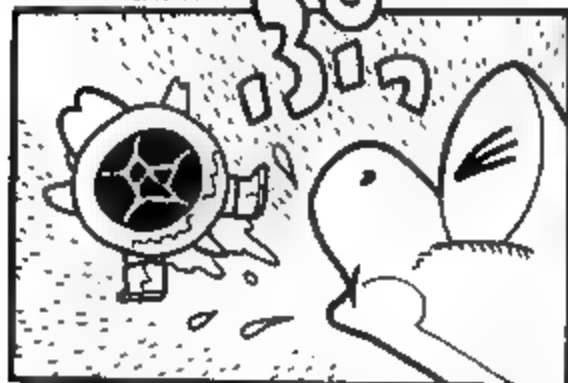


This adaptation of the **Super Scope** game **Yoshi's Safari** is fleshed out somewhat from the game. "Dr. Mario Nakamatsu", a new character in the manga, has sent his robot "Mecha-Para-Goomba" to aid Mario, but it is shot down by Wendy. In the first 9 pages of this section, Mario and Yoshi, while searching for the Super Scope, meet Bertha (who is here presented as an elderly farmer) and her pet, who is the movie version of Yoshi. He is referred to with a slight variation on Yoshi's name, which I have chosen to render as Yossy.

In page 50, Yoshi and Mario have had a falling out, and Yoshi reaches out to his now-friend Yossy.

Bertha and Yossy then have a cameo on the final page of this volume.

SFX: PFFT



SFX: THUD



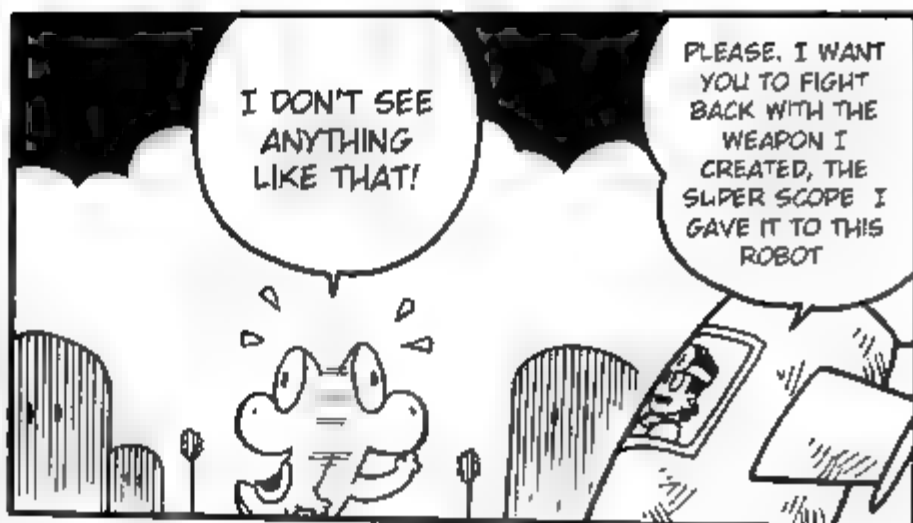
SFX: POP



SFX: VSSM



SFX: VSSH



I DON'T SEE
ANYTHING
LIKE THAT!

PLEASE. I WANT
YOU TO FIGHT
BACK WITH THE
WEAPON I
CREATED, THE
SLUR SCOPE I
GAVE IT TO THIS
ROBOT



THAT FAT
LADY
FOUND IT!

OH! WHAT HAVE
WE GOT HERE, IN
THIS OLD FIELD?



THAT THING
FELL INTO
MY FIELD, SO
FINDERS
KEEPERS!

THIS
HERE'S MY
PRIVATE
LAND!

あはは

はは

SFX: AHHAHA HAHHA

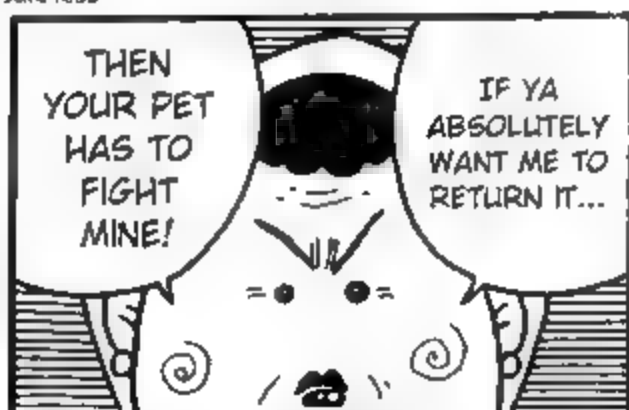


WHICH
FAT LADY
IS THAT,
THEN?

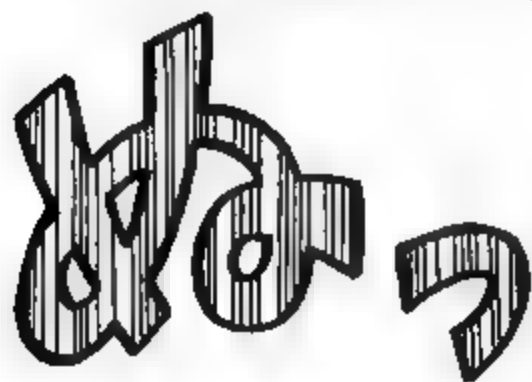
THE
NAME'S
BERTHA,
BOY.



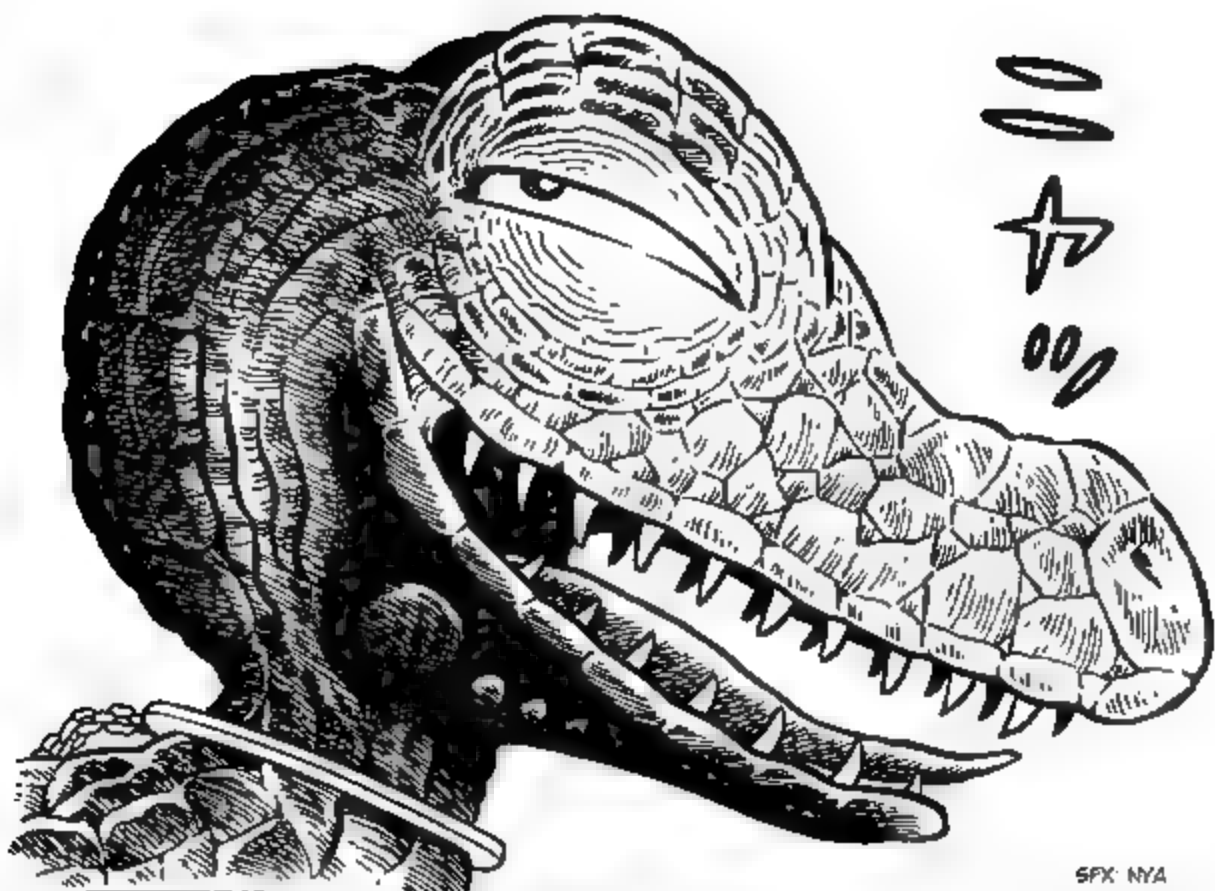
SFX:
SURPRISE



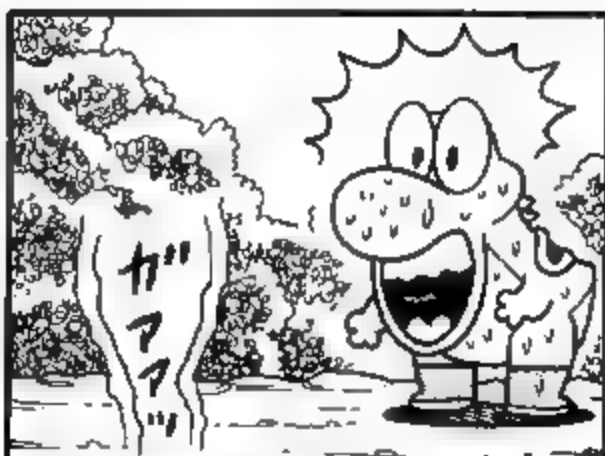
SFX: RUSTLE



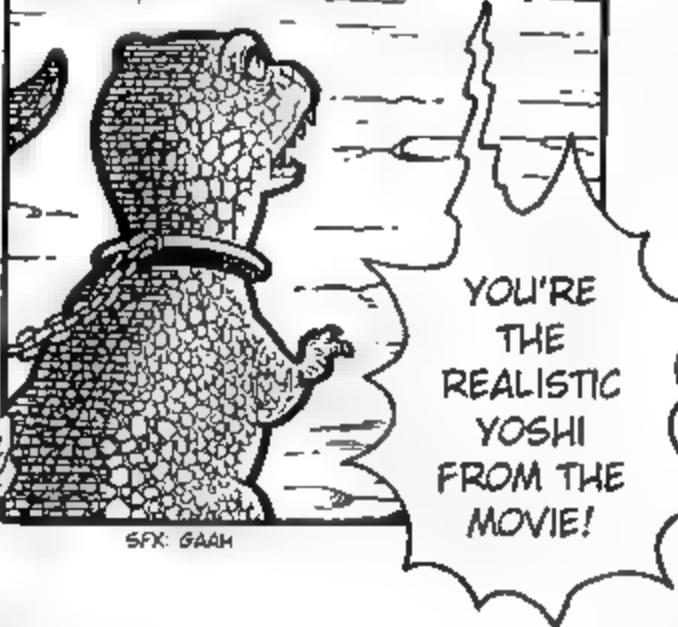
SFX: CREEPING UP



SFX: NYA



SFX: AHAHAHA



SFX: GAAM



SFX SHOCK

SFX MUNCH

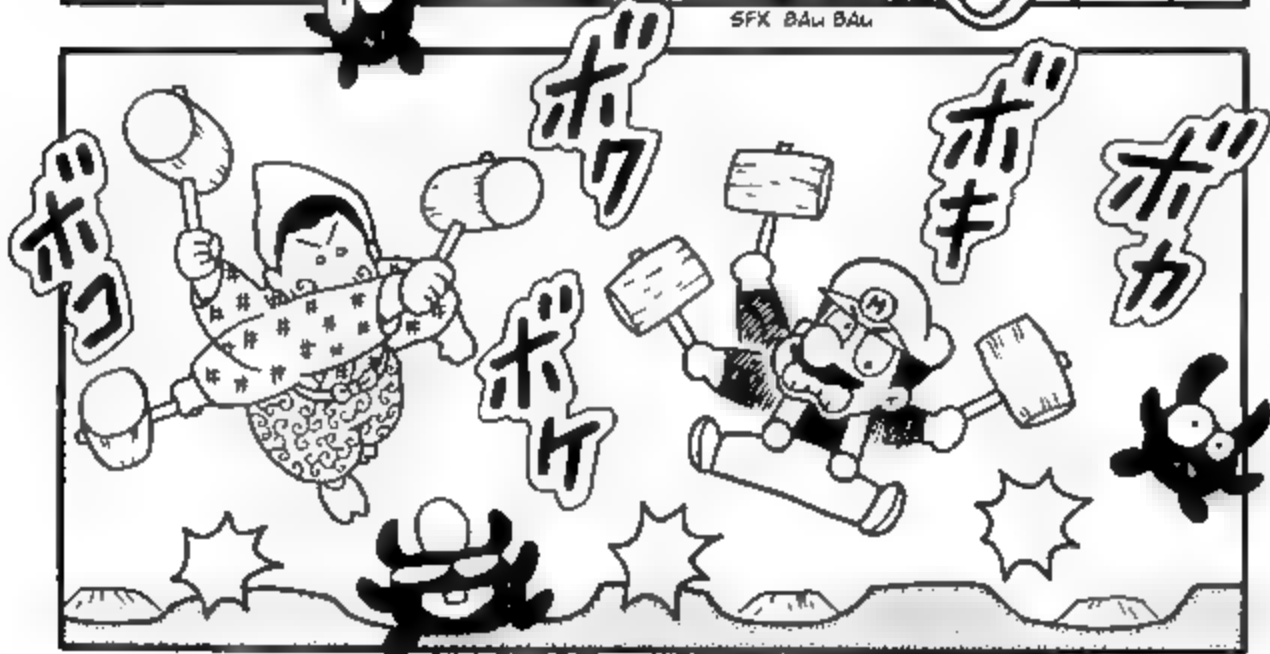
SFX NOM NOM







SFX. BAW BAW

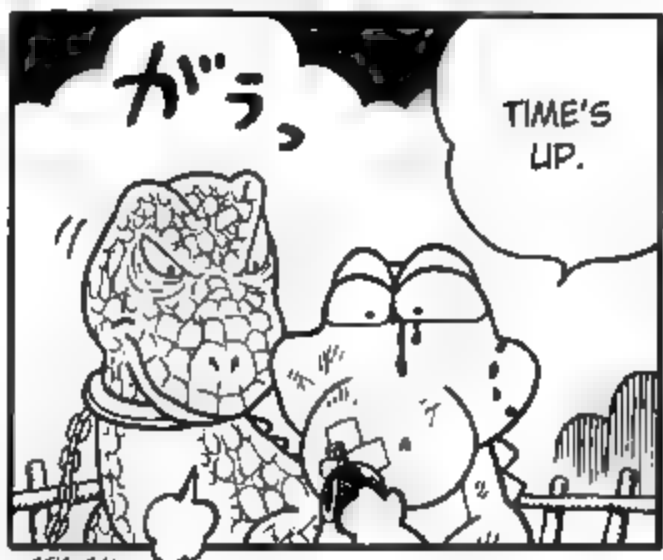


SFX. WHACK WHECK WHICK WHOCK WHUCK



SFX. WHEEZE

SFX. HUFF PUFF



SFX. GAL

ガチ

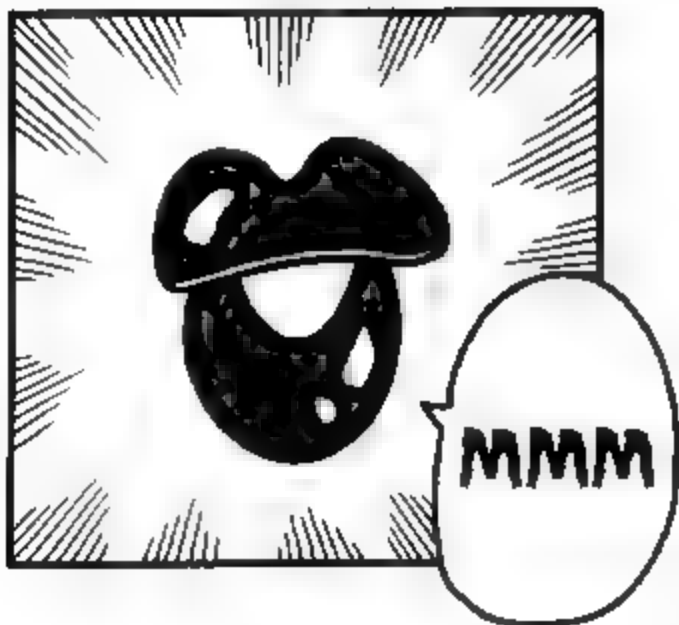
SFX. CLICK



SFX EEK



SFX SMOOCH

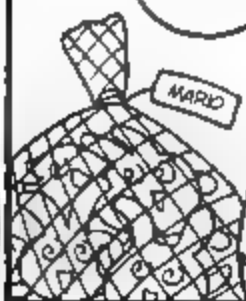


YOU DIDN'T
KNOW THEY'RE
WORTH TWO,
SO YOU
ACTUALLY GOT
22 POINTS.

THESE RED
MOLIANS ARE
FASTER, AND
WORTH TWICE
AS MUCH.



MM



EH?
WHAT DO
YOU
MEAN?

LOOKS
LIKE I
LOST!



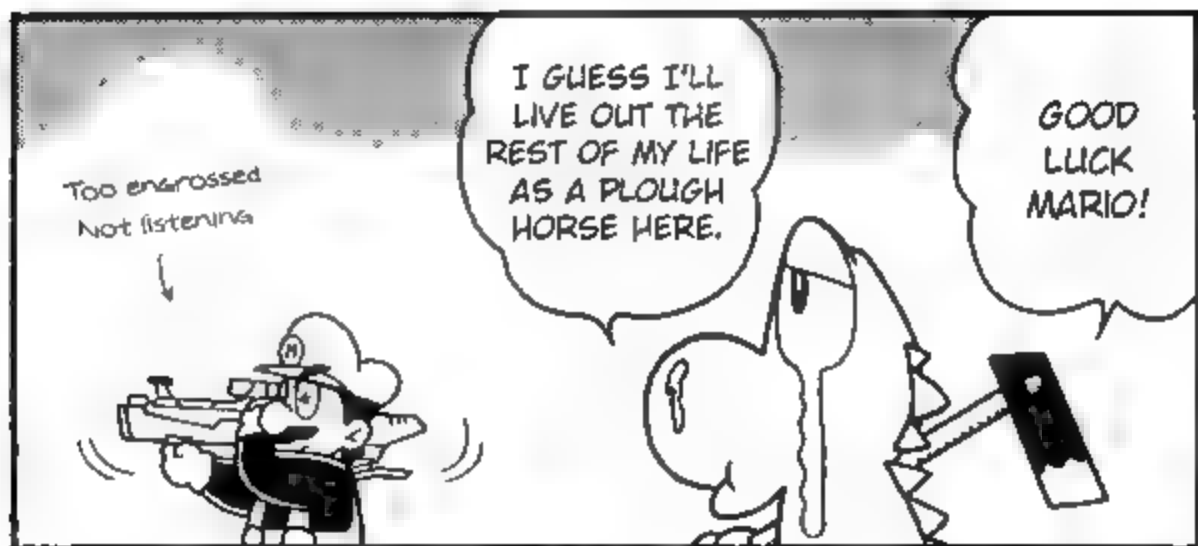
SPX POP

THANK
YOU
BERTHA!

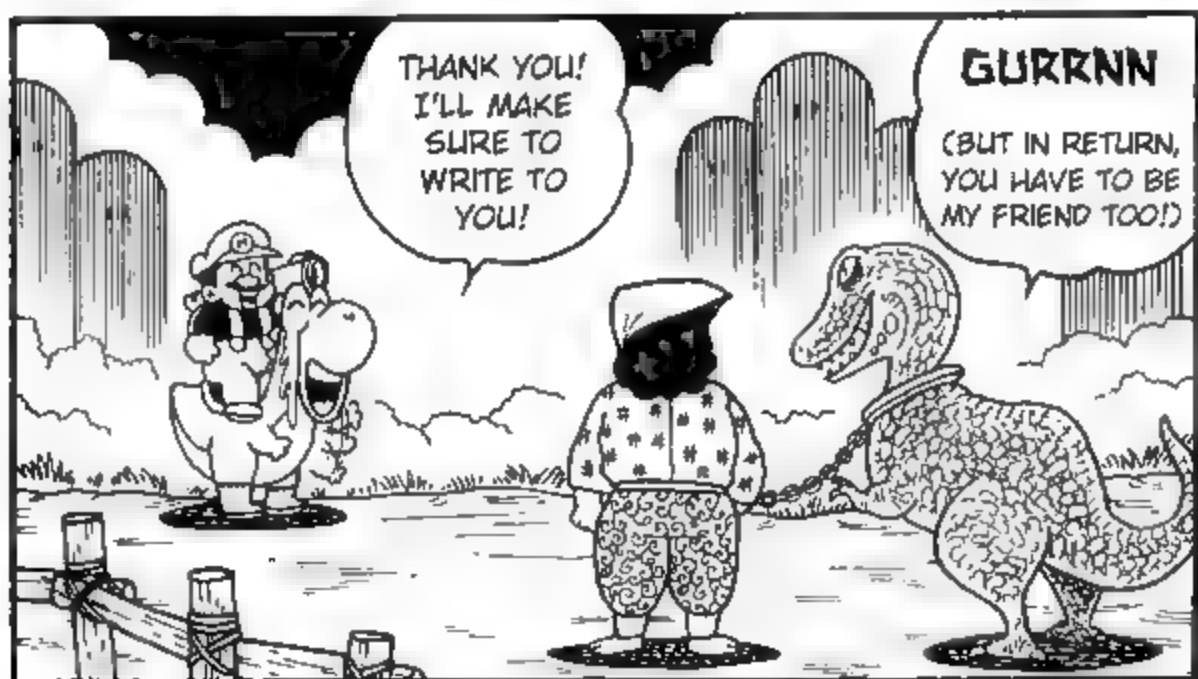


HERE
YA
GO.





SFX TOUCH







SFX. GAWAHA



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Yoshi's Safari volume 2

1994

Kazuki Motoyama
Page 108-111, 127-128

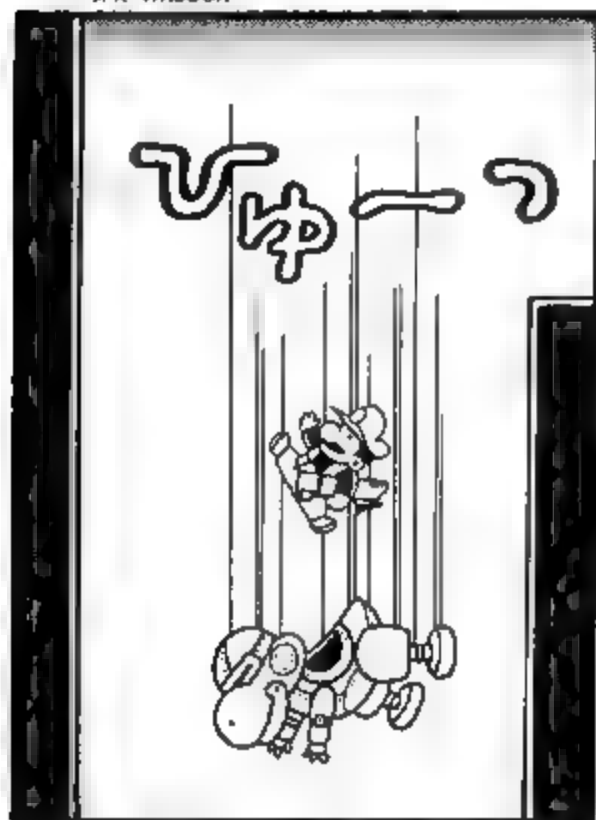


Approaching the climax of the Yoshi's Safari story, Dr. Mario Nakamatsu has outfitted Yoshi with a Robocop-like enhancement suit that also allows him to remotely control Yoshi's actions. Mario and Yoshi are now in the Dark Realm of Jewelry Land, where Bowser's machinations have corrupted the land into a twisted reflection of itself.

Skipping ahead: after Bowser's defeat, we see the land and its inhabitants (including King Fret and Prince Pine) returned instantly to normalcy in pages 127 and 128. This includes Yossy, whose confrontation with Yoshi is thus resolved. In the final panel Bertha appears in a cameo (along with the recurring original character Kinoppe, who here is Dr. Mario Nakamatsu's assistant).

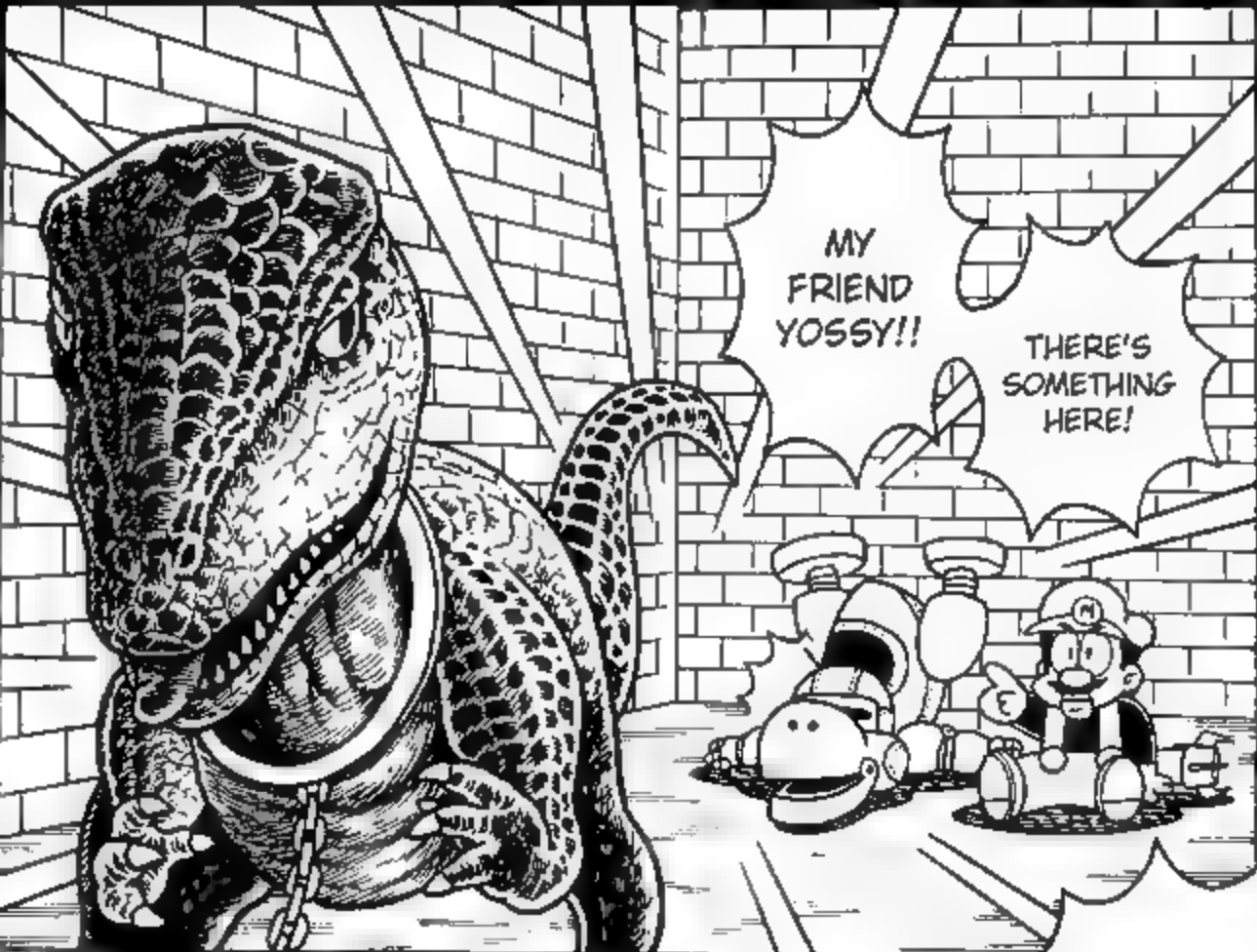


SFX WHOOSH



SFX THUMP

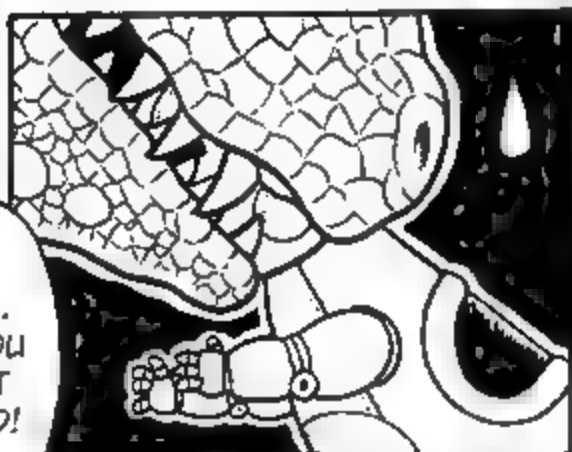




SFX CRUNCH, MUNCH



AWAHA...
I SEE YOU
HAVEN'T
CHANGED!





HE'S
DIFFERENT
FROM THE
YOSSY YOU
KNOW!!



YOSHI! THIS
IS THE DARK
REALM,
REMEMBER!



AH!!



LEAVE
THIS TO
ME!



RUN
AWAY!

SFX
CHOMP

HGRA?

BRING IT
ON, DARK
YOSSY!!

DON'T
UNDER-
ESTIMATE
ME!

SFX GLARE

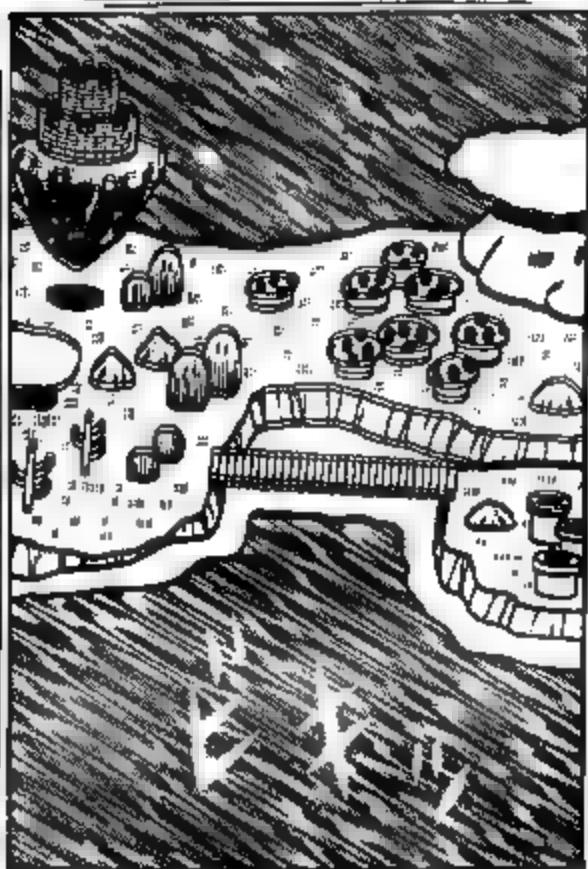
OK! I'LL
LEAVE IT
TO YOU,
YOSHI!

SFX WGAH

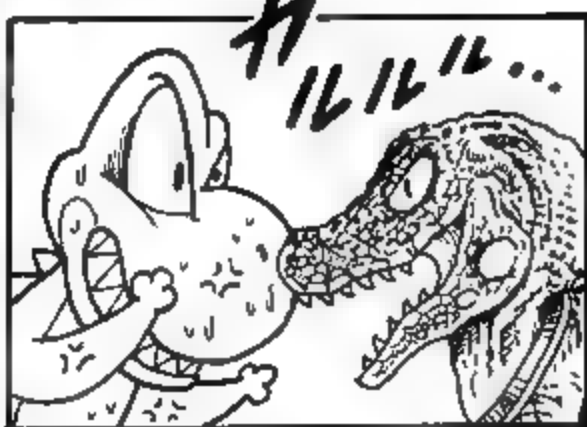
MARIO IS
ON HIS WAY
HERE!

LIGHTS
OFF!!

SFX KER-CHACK



SFX SNAP



SFX ORRARR



LOOK! THE
GEMS ARE
RETURNING TO
THEIR ORIGINAL
LOCATION!

AND
JEWELRY
LAND IS
RETURNING
TO NORMAL
AS WELL!



SFX: FSSHHH



SFX: POOF



SFX: HUG

SFX: GIGGLE

KC Deluxe: Bombom Comics

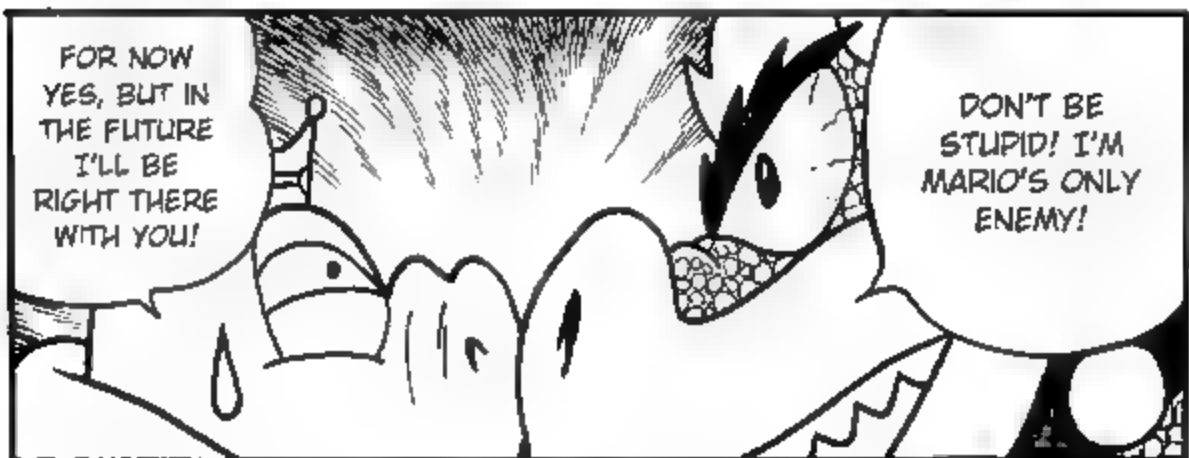
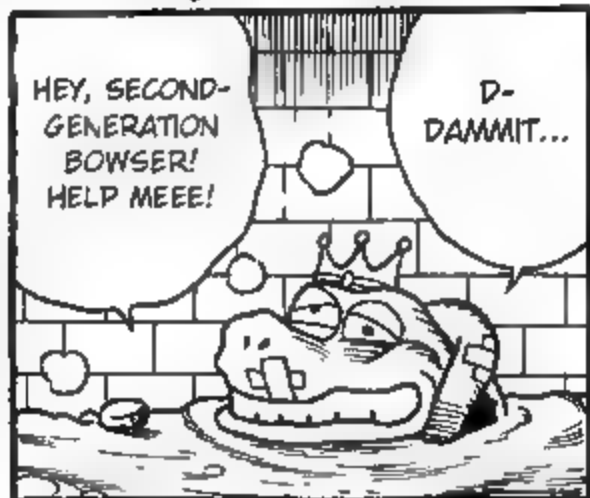
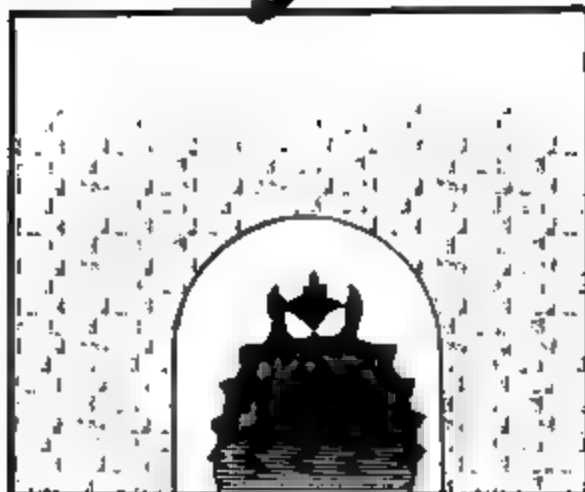
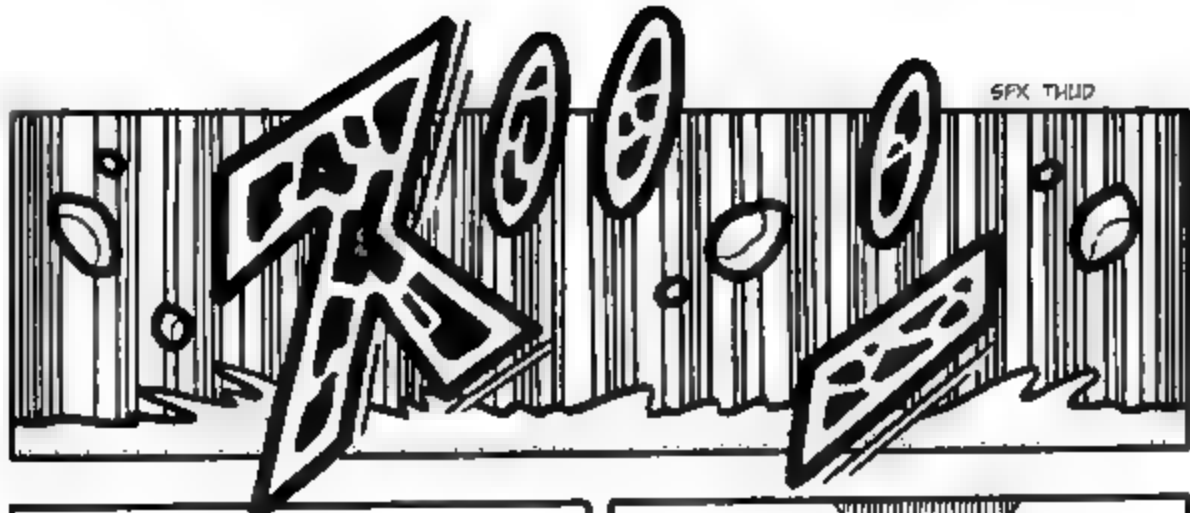
Donkey Kong volume 2

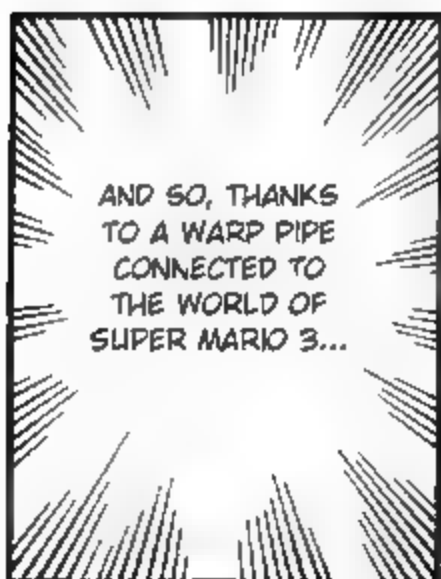
1994

Kazuki Motoyama
Page 106-109



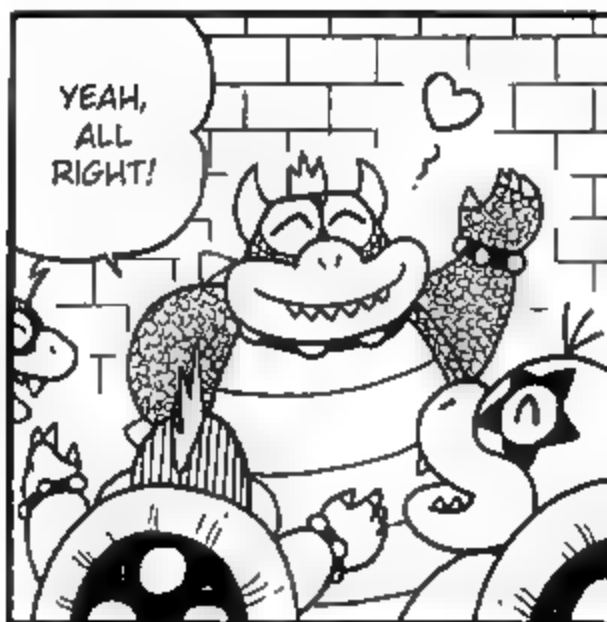
The second volume based on the Game Boy game Donkey Kong contains a story arc related to Super Mario All-Stars, included after the DK-centric stories. Four versions of Mario that represent the four games in the collection chase Wart through the four game worlds via warp pipe to recover a golden statue of Peach. As page 106 starts, Wart has escaped to the Japanese Super Mario Bros. 2 (known internationally as "The Lost Levels"), and promptly fallen in a pit. During the ensuing encounter, several references to the movie are made, including a visual depiction of President Koopa and Lena.



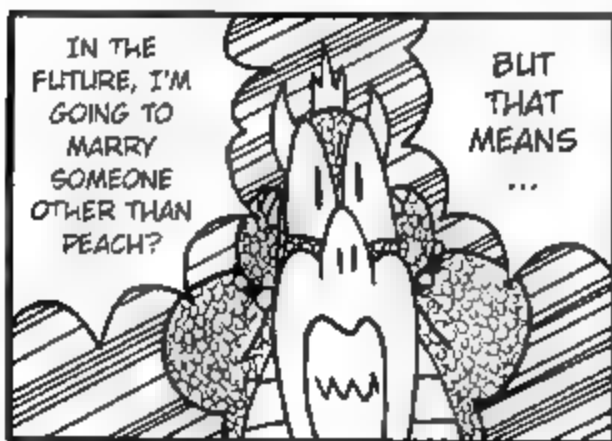


SFX SWAKING





SFX YAY



SFX SHOCK



LABEL
PALE WHITE



WHO ARE YOU
TO TALK, MARIO?
I SAW YOU WITH
DANIELLA AND
BERTHA IN THE
MOVIE!

WHAT THE
HELL ARE
YOU SAYING
ABOUT
PEACH!?

HUH?
SPEAK UP!

SFX: THUMP

SFX: SWISH

SFX: WHACK

LABEL
WARP

WHAT'S
THAT!?

HEY,
WAIT!

TCH! LOOKS
LIKE I'LL HAVE
TO ESCAPE
BACK TO MY
OWN WORLD.

KC Deluxe: Bombom Comics Super Mario 64 volume 3 1997

Kazuki Motoyama
Page 104



In a bonus page in this volume where the author answers a question sent in by a reader, he includes a reference to the movie when describing Daisy's character and appearances. That's it really. I suppose it shows how the movie has influenced Motoyama in including Daisy in his comics, if that wasn't obvious already.

Fun fact, in Japan the movie is titled "Super Mario: Goddess of the Demon Empire".

Surprise Question Corner

Q

NICE TO MEET YOU. I'M RUMIKO TAKADO!!

I'LL GET RIGHT TO MY QUESTION:

I WANTED TO KNOW, WHO IS PRINCESS DAISY EXACTLY? I ASKED A FRIEND AND THEY TOLD ME THAT DAISY USED TO BE SOMEONE LIKE BOWSER. IS THAT TRUE!?

-KINOPPI, KANAGAWA PREFECTURE

A

LET ME CLEAR THIS UP FOR YOU.

PRINCESS DAISY IS THE PRINCESS OF SARASALAND, AND NOT A BAD GUY. SHE APPEARED IN "SUPER MARIO LAND" AND "NES OPEN TOURNAMENT GOLF".

SHE'S ALSO THE HEROINE OF THE "SUPER MARIO BROS." MOVIE, AND IS LOVEY-DOVEY WITH LUIGI.

-MOTOCHIN, TOKYO



MM, THOSE
WERE THE
DAYS...

HAIR BY YAKKO OF IBARAKI



Super Mario Bros. the movie: depictions in manga

Credits



Translation, cleaning,
editing, typesetting by

Milo

miloscat.tumblr.com

Thanks to:

Super Mario Bros. the Movie Archive at SMBmovie.com for inspiration, help
finding manga, and movie info (as well as the Japanese poster)

Abusuzuki, the now defunct blog where I found most of the scans (apart
from the Super Mario-kun scans, which are of unknown provenance)

Horseypope for translation troubleshooting

The movie's creators, cast, and crew